

Nazair (TTRPG)

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Witcher TTRPG Homebrew Collection

“If you wish to escape, do not commit a crime in Nazair.” — King Coram I of Cintra

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Nazair at a Glance

Region Details	
Status	Nilfgaardian Province (Formerly an Independent Kingdom)
Borders	Amell Mountains (North), Great Sea (West), Mag Turga (East), Metinna via the Yellen River (South)
Districts	Divided into 22 council areas (2 recognized coastal areas: High Coast & Low Coast; 20 Highland clan territories)
Demographics	Total population of roughly 2,000,000 humans (1,500,000 concentrated on the fertile coast; 500,000 in the Highlands). Non-human populations are practically nonexistent, save for a significant, hidden minority of higher and supreme vampires.
Monarchs/Rulers	Ruled by a Nilfgaardian Provincial Governor. Historically ruled by the Bàndhearg (Rose) Dynasty.

The Layout & Architecture

Geography & Terrain

Nazair is a land sharply divided into two major opposing poles:

- **The Coast:** Characterized by flat lowlands that gradually rise into small hills. It is highly fertile, featuring lush forests of deciduous and coniferous trees, making it the agricultural and population center of the province.
- **The Highlands:** A harsh, highly rocky, and barren inland region. The climate

ranges from dry in the north to humid in the south. Vegetation is sparse, consisting mainly of thistle, heather, birch, and the famous Nazairi blue roses found in the Dol Glas Valley.

Elaborate Architecture

Nazairian architecture is renowned for being highly elaborate and heavily ornamented. Both coastal manors and the summer houses of the interior (such as those near Lake Muredach) feature large, fused arches and columns. Because of the sheer amount of structural details and heavy ornamentation, almost all buildings—from simple homes to massive estates—are exceptionally defensible.

Economy, Law & Society

A Divided Society

The province operates under a dual social structure. The coast functions as a standard, feudal agrarian society dominated by Nilfgaardian organizers and local nobility. Conversely, the Highlands maintain tribal roots; society is hierarchical but communal, led by a *Geàrda* (Guardianship) system with a patriarchal or matriarchal figure holding power.

Mindset and Culture

Nazairis are characterized by immense patience and tenacity—traits that fueled two major rebellions against the Empire. They are extroverted, meticulous, and fiercely protective of their families. They are known for their manichaeian judgments (viewing things as strictly good or bad) and a touch of arrogance. Artisanry is highly respected, producing highly detailed ceramics, fine silverwork, and famously innovative toys.

Law & Weapons

Following the massive, bloody uprisings (including the First Rebellion and the Crescent Moon resistance), the Empire cracked down heavily on the populace. While citizens previously exploited legal loopholes to carry massive "elven messers" (classified technically as knives rather than swords), imperial law now strictly prohibits *any* object that could be used as a weapon.

Regional Bestiary & Plot Hooks

Nazair's rugged Highlands and ancient coastlines harbor unique threats not commonly found in the rest of the Empire or the Northern Kingdoms.

Native Monsters

- **The Highlands:** The barren peaks are home to unique and dangerous creatures including draconid Beithires, Fuathes, rodent-like Lavellanes, and the legendary Am Fear Liath Mòr.
- **The Coast:** Aquatic threats such as Selkies terrorize the shores, alongside standard coastal beasts.
- **The Unseen Threat:** A secret society of higher and supreme vampires known as the **Mirror Society** pulls strings from the shadows of Nazair's major cities.

Campaign Hooks

- **The Crescent Moon Smugglers:** The party is hired by a coastal scirocium (artisan guild) to smuggle high-value azure rose cuttings past Nilfgaardian Organizers. The job is a front; the cargo actually contains funds and correspondence for the Crescent Moon rebel movement, and the imperial Nazairi Brigade is closing in.
- **The Highland Thrall:** A wealthy Nilfgaardian bureaucrat's son went missing in the Highlands. The party discovers he was taken as a thrall by Clan Páogh during a border skirmish. To get him back, the party must navigate complex clan politics and survive a ritualistic hunt for a Beithire in the arid mountains.
- **Reflections of Assengard Ur:** An aristocratic family in the new capital of Assengard Ur hires the party to investigate a string of bloodless, perfectly orchestrated assassinations. The trail leads directly to the Mirror Society, forcing the party to decide whether to expose a cabal of supreme vampires or accept a highly lucrative, eternal bribe.

Notable Locations

- **Assengard Ur (Nova Assengard):** The current, imperial-built capital. The

original capital, Assengard, suffered the "Great Burning" by Cintra and was later utterly devastated during the Nilfgaardian conquest.

- **The Marnadal Stairs:** The famous mountain pass bordering Cintra. It served as the invasion route for both Nordling conquerors and, centuries later, the Haaki hordes.
- **Dol Glas Valley:** A rare, fertile valley deep within the Highlands and the original home to the naturally growing Nazairi blue roses.
- **Crayl:** A coastal city infamous for the "Red Sea Days," a brutal massacre perpetrated by Imperial Major General Markus Braibant to crush the First Rebellion.
- **Lake Muredach:** A stunning inland lake surrounded by the heavily ornamented summer houses of the Nazairi nobility.
- **The Rusty Sturgeon & The Hollow Boar:** Famed local taverns where traders, spies, and off-duty Nilfgaardian soldiers cross paths.

Items Native to the Region

Nazair's unique geography and vast mineral wealth produce several highly coveted goods.

Consumables & Spirits

Nazairi Whisky (Consumable)

- **Avail.:** Common (C) in Nilfgaardian Provinces; Poor (P) in the Northern Kingdoms
- **Weight:** 1.0 kg
- **Base Cost:** 20 crowns
- **Effect:** Imbibing a bottle of Nazairi Whisky induces immediate intoxication. The user takes a -2 penalty to Reflex, Dexterity, and Intelligence, and a -3 penalty to Verbal Combat. The user must make a DC 16 Endurance check to resist severe nausea. Intoxication can be completely negated by drinking a dose of Wives' Tears Potion.
- **Overview:** Because cultivation in the Highlands is notoriously difficult, the regional clans compensate for their lack of developed agriculture by distilling this incredibly potent, highly sought-after spirit.

General Gear & Mechanics

Nazairi Innovative Toy (General Gear)

- **Avail.:** Common (C) along the Coast; Poor (P) Farther North
- **Weight:** 0.15kg
- **Base Cost:** 18 crowns
- **Effect:** Due to its meticulous craftsmanship and unique mechanical design, displaying or gifting an innovative toy grants a +2 bonus to Charisma or Performance checks when interacting with children, families, or local neighborhoods.
- **Overview:** Nazairis are intensely protective of their children. This deep cultural devotion has fostered some of the most talented and innovative toymakers on the continent.

Luxury & Alchemical Trade Goods

Azure Rose Cuttings (Luxury Trade Good / Alchemical Material)

- **Avail.:** Rare (R)
- **Weight:** 0.1 kg
- **Base Cost:** 85 crowns (Base Market Price) / Scaled exponentially when smuggled
- **Effect:** Can be used as a component in a Doctor's *Herbal Remedy* or a Mage's *Alchemy* creation. When distilled into a potion or perfume solution, it grants an inherent +2 bonus to Seduction and Charisma checks for 1 hour.
- **Overview:** Endemic strictly to the cold-arid climate of the Highland's Dol Glas Valley, these stunning roses feature faint purple shades at the tips of their petals. Their cuttings are a primary export and command exorbitant sums on the black market when smuggled past provincial borders.

Refined Nazairi Silver Vase (Luxury Good)

- **Avail.:** Poor (P)
- **Weight:** 2.5 kg
- **Base Cost:** 160 crowns
- **Effect:** Acts as a high-value store of wealth. Can be bartered during *Verbal*

Combat or used as a high-tier bribe, granting an automatic +3 bonus to empathetic persuasion attempts.

- **Overview:** The Highlands are rich in raw silver veins. Local craftsmen utilize this abundance to create excessively elaborate, heavily ornamented decorative hollowware famed all along the western coast.

Provincial Currency & Exchange

The local currency infrastructure reflects Nazair’s historical independence and its eventual integration into the Nilfgaardian economy.

Coin Name	Compostion	Standard Value	Exchange/Utility
The Plang	Silver	0.5 Redanian Crowns	Regional Store of Value: Minted primarily from the Highland silver mines. While technically weaker than gold, its massive volume and relative stability make it an excellent safeguard during volatile market shifts. Relegated to secondary status post-conquest.
The Rose	Electrum	2.5 Redanian Crowns	Imperial Test Coin: Created post-conquest as a regional intermediate currency bridging the <i>floren</i> and the <i>plang</i> . Following the ascension of Emperor Jan Calveit, it was formally adopted as a recognized secondary currency across the wider Empire.



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